INSTRUCTIONS FOR OCEAN SIGNAL PLB1

How to Fit the Ocean Signal PLB1 to the ELITE 190 Inflatable PFD

These instructions will guide you through fitting your device into an Elite 190 PFD. Follow each step carefully to ensure it functions safely and correctly. Handle the lifejacket and all device components with care to avoid damage during installation.

Before You Begin

Make sure you're familiar with how your Personal Locator Beacon (PLB) works—especially how to disable and re-enable it. You'll need to do this during the fitting process. If unsure, please refer to your Original Equipment Manufacturer's (OEM) manual.

You will need a flat surface to work on.

Step 1: Open the Lifejacket

Open your Elite lifejacket via the burst point and peel the cover apart to expose the inflatable bladder. Spread the bladder out flat, being careful not to catch or snag the manual inflation cord.

(For more details on unpacking, refer to your user manual.)

(Fig. 1)

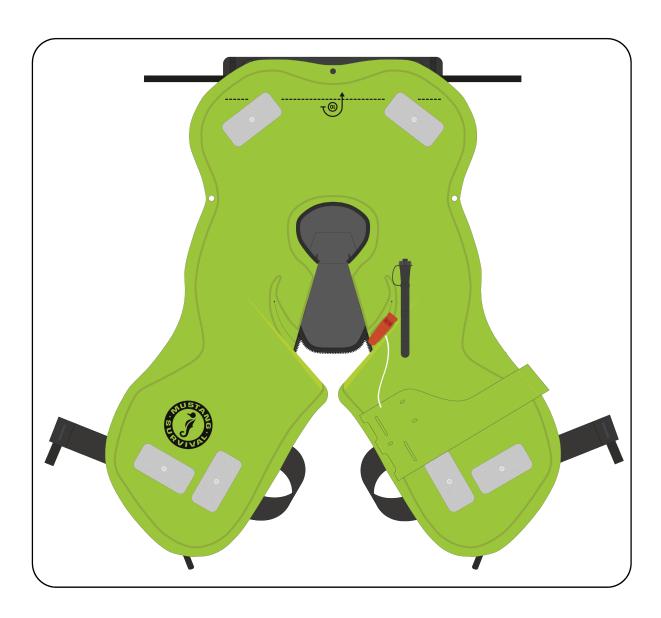


Fig 1.

Step 2: Install the Cradle Mounting System

Locate the two lower parallel slits on the right lobe of the bladder and ensure the area is clear of any obstructions. Slide the cradle mounting system (provided with your PLB) under the fabric, aligning its fixing points with the slits (Fig. 2a).

Place the PLB on top of the cradle and securely attach it following the OEM instructions (Fig. 2b).

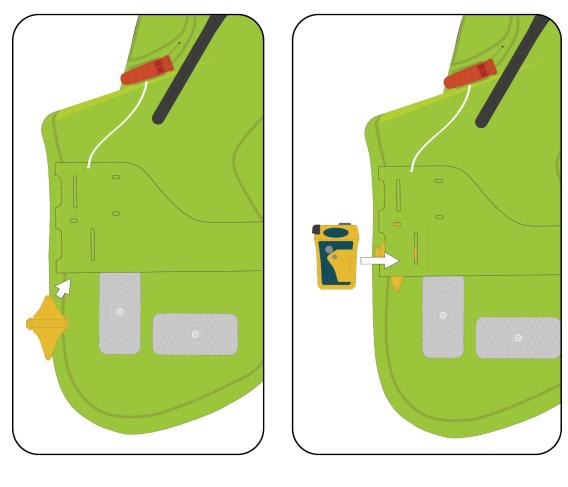
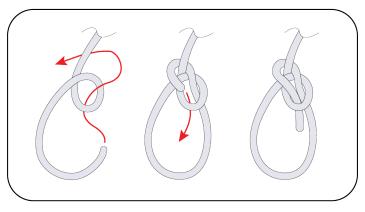


Fig 2a. Fig 2b.

Step 3: Attach the Security Lanyard

Use a bowline knot to attach the security lanyard through the top tether slot of the device.

(Fig. 3a and Fig. 3b)



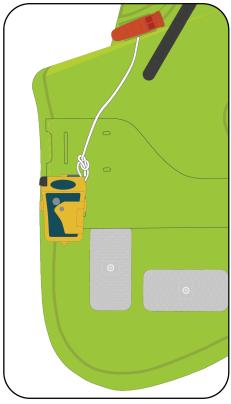


Fig 3a. Fig 3b.

Step 4: Repack the Lifejacket

Repack the lifejacket as outlined in the Elite 190 manual—except make sure the device is folded on top, facing outward, and positioned as the uppermost layer above the bladder.

(Fig. 4)



Fig 4.

Verify installation. Check that the PLB1 is securely mounted, the lanyard is attached, and the manual pull cord is free from obstructions. Test functionality as per OEM guidelines.